

MARKED UP VERSION OF THE AMENDED CLAIMS**(Version with marking to show changes made)**

1. (currently amended) A method for operating a coin actuated entertainment automat comprising

processing program steps in a processor;

placing a coin into a coin acceptance device of an entertainment automat;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein, upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit, a symbol combination is successively displayed with the symbol display device;

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the front side of the entertainment automat;

substituting a symbol by another randomly determined symbol; renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; and

accumulating the obtained winning in the credit balance counter.

2. (previously presented) The method according to claim 1, further comprising

networking a second entertainment automat to the first entertainment automat;

simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter;

determining in a game mode the entertainment automat, which has reached a highest winning value within a time window predetermined by the control unit;

coordinating the highest winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.

3. (currently amended) A method for operating a coin actuated entertainment automat comprising

processing program steps in a processor;

inserting payment into an automatic entertainment automat; activating a game time after receiving the payment by the automatic entertainment machine;

randomly drawing all cards;

determining if a game time has ended;

displaying winning values in case the game time has ended;

determining if a key has been depressed in case the game time has not yet

ended;

determining if the depressed key is a hand out key or a hold key in case a key had been depressed;

randomly drawing cards not being held in case the hand out key had been depressed;

holding cards in case the hold key had been depressed;

actualizing an intermediate state;

determining if a certain winning combination had been reached; randomly drawing again all cards if the certain winning combination had been reached;

determining again if the game time has ended if the certain winning combination had not been reached.

4. (previously presented) The method for operating a coin actuated entertainment automat according to claim 3 further comprising determining if a special symbol combination or a jackpot winning value has been reached after inserting payment into the automatic entertainment automat.

5. (previously presented) The method for operating a coin actuated entertainment automat according to claim 3 further comprising networking a second entertainment automat to the first entertainment automat; determining which one of the entertainment automats assumes a master function;

determining which one of the entertainment automats assumes a slave function;
determining if a jackpot filling level has reached a predetermined release amount;
starting a jackpot game at the entertainment automat performing the slave function;
waiting till the slave is ready;
activating the game time for the entertainment automats;
randomly drawing all cards;
determining if a game time has ended;
collecting the game results of the slave entertainment automat in the master entertainment automat;
distributing of the game results to the slave entertainment automat by the master entertainment automat;
calculating of the winning amount;
displaying the winning amount.

6. (previously presented) The method for operating a coin actuated entertainment automat according to claim 5 further comprising
sending a readiness signal to the master entertainment automat; waiting by the slave entertainment automat for an activation of the game time through the master entertainment automat.

7. (previously presented) A method for operating a coin actuated entertainment automat with a coin acceptance device and a coin test device, a symbol display device and a control unit for controlling the course of the game, wherein the control unit includes a microcomputer and a pseudorandom number generator, wherein the game course can be influenced by an operational element disposed on the front side of the entertainment automat, and wherein a displayed symbol combination comprises several symbols, and wherein a symbol can be substituted by another randomly determined symbol, wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device (2), and wherein the symbols can be renewed within a predetermined time window, until a winning carrying symbol combination is reached, and wherein an obtained winning is accumulated in the credit balance counter.

8. (previously presented) The method according to claim 7 further comprising
operating a second entertainment automat (1), wherein the entertainment automats (1) are networked together, and wherein the played entertainment automats (1) are simultaneously switched into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a

predetermined credit balance state of a common credit balance counter, wherein in the game mode is determined at which entertainment automat (1) a highest winning value is reached within a time window predetermined by the control unit (7), and wherein the highest winning value is coordinated to that entertainment automat (1), which entertainment automat (1) has reached the highest winning value within the time limited game mode.

9. (currently amended) A method for operating a coin actuated entertainment automat comprising

furnishing a network of entertainment automats;

processing program steps in a processor;

placing a coin into a coin acceptance device of one entertainment automat of the entertainment automats;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein, upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit, a symbol combination is successively displayed with the symbol display device;

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the

front side of the entertainment automat;
substituting a symbol by another randomly determined symbol;
renewing the symbols within a predetermined time window until a winning
carrying symbol combination is reached;
accumulating the obtained winning in a credit balance counter; and switching
simultaneously the coin actuated entertainment automats disposed in the
network into a common supplemental game when a predetermined value of a
common jackpot is surpassed.

10. (cancelled)

11. (cancelled)

12. (cancelled)

13. (previously presented) The method according to claim 1, further
comprising
monitoring a total game time by an operational block;
randomly determining winning symbols by a control unit during a total game
time;
displaying the randomly determined winning symbols with the symbol display
device;
activating a branching block by an operational block for determining the
remaining residual game time;

checking in the branching block in case of a presence of remaining residual game time, if an operational element present on the front side of the entertainment automat has been actuated;

performing a return to a branching block in case of no actuation of the operational element;

checking which one operational element was actuated in case of an actuation of the operational element;

checking in the branching block, if a maximum winning value is displayed with the symbol display device;

performing a return upon non-reaching of the maximum winning value from one branching block to a second branching block, wherein the game time is checked in the second branching block;

displaying winning symbols with the symbol display device upon remaining of a residual game time;

holding the display of the winning symbols by actuating of the operational element or throwing out all up to now held cards by actuating an entry block;

performing a return from the one branching block to the second branching block by checking if the game time has ended;

determining an actualized winning value in an operational block in case of an ended game time, and displaying actualized winning value with a coordinated display means; performing a return from a second operational block to a third operational block by checking if a further credit balance state sufficient for a

game stake is present.

14. (previously presented) The method according to claim 2, further comprising

initiating a network by actuating the power switch of each entertainment automat;

assuming of the master function by one of the entertainment automats, wherein the master function comprises essentially that a coordination of the entertainment automats present in the network is performed with respect to the collection of data through the counter state of the jackpot amount and the release of a common special game, which takes place at all entertainment automats present in the network at the same time;

switching the second entertainment automat present in the network to a slave function;

randomly determining a symbol combination in an operational block and displaying the symbol combination in the symbol display device in case of a sufficient credit balance state;

transferring an adjustable shared part amount of the game stake of each base game to a common jackpot counter;

checking the counter state of the jackpot counter in a branching block following to a determination of the winning value in the base game; sending from the master a control signal to all other entertainment automats present in

the network if the predetermined jackpot counter state is reached or surpassed, wherein the slaves switch to the supplemental game based on the control signal after termination of the base game; monitoring in an operational block, if an okay signal was returned by all slaves; starting the supplemental game at the same time in all participating coin actuated entertainment automats.

15. (previously presented) The method according to claim 2, further comprising activating an entertainment automat in case of a credit balance state exhibiting a game stake; monitoring a total game time by an operational block; randomly determining winning symbols by a control unit and displaying the winning symbols with the symbol display device within the total game time; activating a branching block for determining the remaining residual game time by the operational block; checking in a branching block if an operational element disposed on the front side of the entertainment automat was actuated in case of a presence of remaining residual game time; performing a return to the branching block if no operational element actuation took place; checking in case of actuation of the operational element which operational

element was actuated;
determining and displaying a game result of the displayed symbol combination in an operational block;
determining in a first branching block if a maximum winning value is displayed with the symbol display device;
performing a return from the first branching block to a second branching block in case of a non-reaching of the maximum winning value; and
checking the game time in the second branching block.

16. (previously presented) The method according to claim 2, further comprising
performing a return upon reaching of the maximum winning value from a branching block to an operational block, wherein new winning symbols are randomly determined in the operational block and are displayed with the symbol display device;
displaying winning symbols in case of a remaining residual game time with the symbol display device and holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating an entry block;
performing a return from the first branching block to the second branching block;
checking in the second branching block, if the game time has ended; scanning

the individual results of the slave entertainment automats by the entertainment automat turned master in case of an ended game time;
accumulating the incoming game results by the master;
communicating the incoming game results from the master to the slaves;
determining the winning value in the following in an operational block;
displaying the determined winning value with the coordinated display means of a respective entertainment automat;
performing a return from an operational block displaying the winning value to a second operational block checking the game stake.

17. (previously presented) The method according to claim 2, further comprising
initiating a network by actuating the power switch of each of the entertainment automats, wherein one of the entertainment automats assumes a master function;
switching further entertainment automats contained in the network to slave operation;
wherein the slave function comprises essentially that predetermined data are transmitted continuously to the master after request;
randomly determining a symbol combination in an operational block in case of a sufficient credit balance state;
displaying the determined symbol combination with the symbol display device;

transmitting on adjustable share part of the stake of each base game to a common jackpot counter;

checking in a branching block, if on instruction is present from the master to start thereupon a supplemental game following to the determination of the winning value in the base game;

confirming a receipt of the instruction of the start of the supplemental game to the master;

activating the entertainment automat in case of a credit balance state exhibiting at least a game stake;

checking by on operational block, if the master signal for the special games is present;

randomly determining winning symbols by a control unit during the complete game time;

displaying the determined winning symbols with the symbol display device;

activating a first branching block for determining the remaining residual game time by an operational block;

checking in a second branching block, if an operational element furnished on the front side of the entertainment automat was actuated;

performing a return to the first branching block in case no actuation of an operational element took place and in case of a presence of a remaining residual game time.

18. (previously presented) The method according to claim 2, further comprising

checking which operational element was actuated in case of an actuation of an operational element;

determining a game result of the displayed symbol combinations; displaying the determined game result in the operational block; determining in a branching block if a maximum winning value is displayed with the symbol display device;

performing a return from a first branching block to a second branching block in case of a non-reaching of the maximum winning value;

checking the game time in the second branching block;

performing a return from the first branching block to a second operational block;

performing a return upon reaching of the maximum winning value, wherein new winning symbols are randomly determined in the second operational block and wherein the new winning symbols are displayed with the symbol display device;

displaying winning symbols with the symbol display device in case of a remaining of residual game time;

holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating the entry block;

performing a return from the first branching block to the second branching

block by checking if the game time has ended;

performing a return from a third operational block to a fourth operational block by checking if a further credit balance state sufficient for a game stake is present.

19. (cancelled)

20. (cancelled)

21. (cancelled)

22. (cancelled)

23. (cancelled)

24. (currently amended) A network of entertainment apparatuses comprising a first symbol display device;

first operating elements disposed near the first symbol display device;

a first opening for receiving coins, tokens or banknotes;

a first payment unit;

a first control unit connected to the first symbol display device, to the first operating elements, to the first opening and to the first ~~payout~~ payment unit;

a first symbol game device connected to the first control unit;

a first video controller having a symbol memory storage and connected to the first symbol display device and to the first control unit;

a first read-only memory including

a first pseudo random number generator program,

a first winning value recognition program,

a first display control program, and

a first winning plan program;

a first communications board associated with the first control circuit;

a first serial interface disposed at the first communications board;

a second symbol display device;

second operating elements disposed near the second symbol display device;

a second opening for receiving coins, tokens or banknotes; a second payment unit;

a second control unit connected to the second symbol display device, to the second operating elements, to the second opening and to the second payout payment unit;

a second symbol game device connected to the second control unit;

a second video controller having a symbol memory storage and connected to the second symbol display device and to the second control unit;

a second read-only memory including

a second pseudo random number generator program,

a second winning value recognition program,

a second display control program, and

a second winning plan program;

a second communications board associated with the second control circuit;

a second serial interface disposed at the second communications board;

a cable connecting the first serial interface to the second serial interface;

wherein a determination is set as to what game stake part is to be delivered to
[[the]] a jackpot.

25. (cancelled)

26. (cancelled)

27. (currently amended) A method for operating a coin actuated entertainment
automat comprising

processing program steps in a processor;

placing a coin into a coin acceptance device of an entertainment automat;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol
combination comprises several symbols and wherein upon reaching of a
predetermined credit balance in a credit balance counter disposed on the side of
the control unit in the following a symbol combination is displayed with the
symbol display device;

controlling the course of the game with a control unit including a
microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the
front side of the entertainment automat;

substituting a symbol by another randomly determined symbol;

renewing the symbols within a predetermined time window until a winning
carrying symbol combination is reached; and

accumulating the obtained winning in a credit balance counter.

28. (previously presented) The method according to claim 27, further comprising
networking a second entertainment automat to the first entertainment automat;
simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined credit balance state of a common credit balance counter;
determining in a game mode the entertainment automat, which has reached the highest winning value within a time window predetermined by the control unit;
coordinating the winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.

29. (currently amended) The method according to claim 27, further comprising
delivering a percentage of each game stake to a jackpot;
determining a reaching or surpassing of a jackpot release value;
activating a special jackpot game sequence upon reaching or surpassing of the jackpot release value, [[which]] wherein the special jackpot game sequence is the same at each used networked entertainment automat;

giving to each player of each used networked entertainment automat the possibility to achieve a predetermined result within a predetermined time period, wherein the player has to reach a winning symbol combination predetermined by the entertainment automat after an arbitrary number of games during the predetermined time period.

30. (currently amended) A method of running a plurality of entertainment automats comprising
processing program steps in a processor;
employing a first entertainment automat;
employing a second entertainment automat;
networking the first entertainment automat to the second entertainment automat;
starting the entertainment automats to run;
determining which entertainment automat from the first entertainment automat and the second entertainment automat assumes a master function within the network;
determining which entertainment automat from the first entertainment automat and the second entertainment automat assumes a slave function within the network.

31. (previously presented) The method of running a plurality of entertainment automats according to claim 30 further comprising collecting data relating to the games performed at the entertainment automats in the entertainment automat performing the master function; managing a jackpot in the entertainment automat performing the master function; filling the jackpot depending on the games performed in the entertainment automats; determining if the filling level of the jackpot has reached a predetermined level; initiating a supplemental game in all running entertainment automats simultaneously upon the jackpot having reached the predetermined level.

32. (previously presented) The method of running a plurality of entertainment automats according to claim 30 further comprising inserting payment (36) into one of the entertainment automats for obtaining an active entertainment automat; activating a game time (37) of the active entertainment automat; randomly drawing all cards (38) of the active entertainment automat; determining if a game time has ended (39) at the active entertainment automat; presenting the winning amount on a display if the game time is determined to be ended; waiting for another insertion of payment.

33. (previously presented) The method of running a plurality of entertainment automats according to claim 32 further comprising determining if a key is depressed (40) in case it was determined that the game time had not been ended; returning process to determining if the game time is ended (30) in case it is determined that no key was depressed; randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed; holding a card (46) if it is determined (40) that the hold key (42) was depressed; actualizing an intermediate state (44); determining if a Royal Flush (45) has been reached; returning process to randomly drawing all cards (38) of the active entertainment automat in case a Royal Flush (45) has been reached; and returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

34. (previously presented) The method of running a plurality of entertainment automats according to claim 30 further comprising inserting payment (36) into one of the entertainment automats for obtaining an active entertainment automat; activating a base game (48) of the active entertainment automat;

determining if a special symbol combination (49) has been reached;
returning process to inserting payment (36) if it is determined that no special symbol combination (49) has been reached;
activating a game time (37) of the active entertainment automat if it is determined that a special symbol combination (49) has been reached;
randomly drawing all cards (38) of the active entertainment automat;
determining if a game time has ended (39) at the active entertainment automat;
presenting the winning amount on a display if the game time is determined to be ended;
waiting for another insertion of payment.

35. (previously presented) The method of running a plurality of entertainment automats according to claim 34 further comprising
determining if a key is depressed (40) in case it was determined that the game time had not been ended;
returning process to determining if the game time is ended (30) in case it is determined that no key was depressed;
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;
holding a card (46) if it is determined (40) that the hold key (42) was depressed;
actualizing an intermediate state (44);
determining if a Royal Flush (45) has been reached;

returning process to randomly drawing all cards (38) of the active entertainment automat

in case a Royal Flush (45) has been reached;

returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

36. (previously presented) The method of running a plurality of entertainment automats according to claim 30 further comprising inserting payment (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game (48) of the active entertainment automat;

determining if a jackpot winning value (49) has been reached;

returning process to inserting payment (36) if it is determined that no jackpot winning value (49) has been reached;

activating a game time (37) of the active entertainment automat if it is determined that a jackpot winning value (49) has been reached;

randomly drawing all cards (38) of the active entertainment automat;

determining if a game time has ended (39) at the active entertainment automat;

presenting the winning amount on a display if the game time is determined to be ended;

waiting for another insertion of payment.

37. (previously presented) The method of running a plurality of entertainment automats according to claim 36 further comprising determining if a key is depressed (40) in case it was determined that the game time had not been ended; returning process to determining if the game time is ended (30) in case it is determined that no key was depressed; randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed; holding a card (46) if it is determined (40) that the hold key (42) was depressed; actualizing an intermediate state (44); determining if a Royal Flush (45) has been reached; returning process to randomly drawing all cards (38) of the active entertainment automat in case a Royal Flush (45) has been reached; returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

38. (previously presented) The method of running a plurality of entertainment automats according to claim 30 further comprising starting a network (49); inserting payment (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game (48) of the active entertainment automat;
determining if a jackpot amount has surpassed a jackpot release value (52);
returning process to inserting payment (36) if it is determined that no jackpot amount has surpassed the jackpot release value (52);
starting the slave entertainment automat with the jackpot game (53) if it is determined that the jackpot amount has surpassed the jackpot release value (52);
waiting till the slave entertainment automat (54) is ready;
activating a game time (37) of the slave entertainment automat;
randomly drawing all cards (38) of the active entertainment automat;
determining if a game time has ended (39) at the slave entertainment automat;
collecting the individual result (55) of the slave entertainment automat if the game time is determined to be ended;
distributing of the sum of the individual result (56) to the slave entertainment automat;
calculating a winning amount (57);
presenting the winning amount on a display (58);
collecting the jackpot amount (51).

39. (previously presented) The method of running a plurality of entertainment automats according to claim 38 further comprising

determining if a key is depressed (40) in case it was determined that the game time had not been ended;
returning process to determining if the game time is ended (30) in case it is determined that no key was depressed;
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;
holding a card (46) if it is determined (40) that the hold key (42) was depressed;
actualizing an intermediate state (44);
determining if a Royal Flush (45) has been reached;
returning process to randomly drawing all cards (38) of the active entertainment automat in case a Royal Flush (45) has been reached;
returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

40. (previously presented) The method of running a plurality of entertainment automats according to claim 30 further comprising
starting a network (49);
inserting payment (36) into one of the entertainment automats for obtaining an active entertainment automat;
activating a base game (48) of the active entertainment automat;
determining if a jackpot distribution game has been started (59);

returning process to inserting payment (36) if it is determined that no jackpot distribution game has been started (59);
transmitting ready state to the master entertainment automat (60) if it is determined that no jackpot distribution game has been started (59);
waiting for activating a game time (61) through the master entertainment automat;
randomly drawing all cards (38) of the active entertainment automat;
determining if the game time has ended (39);
waiting for an individual result from the master entertainment automat (62) if the game time is determined to be ended;
calculating a winning amount (57);
presenting the winning amount on a display (58);
waiting for another insertion of payment.

41. (previously presented) The method of running a plurality of entertainment automats according to claim 40 further comprising
determining if a key is depressed (40) in case it was determined that the game time had not been ended;
returning process to determining if the game time is ended (30) in case it is determined that no key was depressed;
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;

holding a card (46) if it is determined (40) that the hold key (42) was depressed;
actualizing an intermediate state (44);
determining if a Royal Flush (45) has been reached;
returning process to randomly drawing all cards (38) of the active
entertainment automat
in case a Royal Flush (45) has been reached;
returning process to determining if the game time is ended (30) in case no
Royal Flush (45) has been reached.

42. (currently amended) The method of running a plurality of entertainment
automats according to claim 30 further comprising
starting a network (49);
inserting payment (36) into one of the entertainment automats for obtaining an
active entertainment automat;
activating a base game (48) of the active entertainment automat;
determining if a jackpot amount has surpassed a jackpot release value (52);
returning process to inserting payment (36) if it is determined that no jackpot
amount has surpassed the jackpot release value (52);
determining if a predetermined number (x) of games have been performed if it
is determined that the jackpot amount has surpassed the jackpot release value
(52);

presenting a [[the]] winning amount on a display (58) if it is determined that a predetermined number (x) of games have been performed;
collecting the jackpot amount (51).

43. (previously presented) The method of running a plurality of entertainment automats according to claim 42 further comprising
starting the slave entertainment automat with the jackpot game (63) if it is determined that a predetermined number (x) of games have been performed;
waiting till the slave entertainment automat (64) is ready;
activating a game time (65) of the slave entertainment automat;
randomly drawing all cards (66) of the active entertainment automat;
determining if a key is depressed (40);
returning process to determining if the key is depressed (40) in case it is determined that no key was depressed;
holding a card (46) if it is determined (40) that the hold key (42) was depressed;
returning process to determining if the key is depressed (40);
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;
waiting until the slave entertainment automat is ready (67);
collecting the individual result (68);
distributing the sum of the individual result to the slave entertainment automat (69);

calculating a winning amount (70);

returning process to determining if a predetermined number (x) of games have been performed (71).

44. (currently amended) The method of running a plurality of entertainment automats according to claim 30 further comprising

starting a network (49);

inserting payment (50) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game (48) of the active entertainment automat;

determining if a jackpot amount has surpassed a jackpot release value (52);

returning process to inserting payment (50) if it is determined that no jackpot amount has surpassed the jackpot release value (52);

determining if a predetermined number (x) of games have been performed if it is determined that the jackpot amount has surpassed the jackpot release value (52);

presenting [[the]] a winning amount on a display (58) if it is determined that a predetermined number (x) of games have been performed;

waiting for another insertion of payment.

45. (previously presented) The method of running a plurality of entertainment automats according to claim 44 further comprising

activating a game time (65) by the master entertainment automat if it is determined that a predetermined number (x) of games have been performed; randomly drawing all cards (66) of the active entertainment automat; determining if a key is depressed (40); returning process to determining if the key is depressed (40) in case it is determined that no key was depressed; holding a card (46) if it is determined (40) that the hold key (42) was depressed; returning process to determining if the key is depressed (40); randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed; sending an individual result (68) from the slave entertainment automat to the master entertainment automat; calculating a winning amount (70); returning process to determining if a predetermined number (x) of games have been performed (71).

46. (cancelled)

47. (cancelled)

48. (cancelled)

49. (previously presented) The network of entertainment apparatuses according to claim 24 further comprising a third symbol display device;

third operating elements disposed near the third symbol display device;
a third opening for receiving coins, tokens or banknotes;
a third payment unit;
a third control unit connected to the third symbol display device, to the third operating elements, to the third opening and to the third payout unit;
a third symbol game device connected to the third control unit;
a third video controller having a symbol memory storage and connected to the third symbol display device and to the third control unit;
a third read-only memory including
a third pseudo random number generator program,
a third winning value recognition program,
a third display control program, and
a third winning plan program;
a third communications board associated with the third control circuit;
a third serial interface disposed at the third communications board;
a second cable connecting the third serial interface to the first serial interface and to the second serial interface.

50. (cancelled)

51. (cancelled)

52. (cancelled)

53. (cancelled)

54. (previously presented) The method of running a plurality of entertainment automats according to claim 30 further comprising furnishing a first control circuit (7) to the first entertainment automat and having a first communications board 20 and a first microcomputer (8) with a first serial interface;

furnishing a second control circuit (7) to the second entertainment automat and having a second communications board 20 and a second microcomputer (8) with a second serial interface;

wherein the first entertainment automat assumes the master function;

controlling a display means (21) of a jackpot and a data exchange and data balancing of the entertainment automat (1) disposed in the communications network by the first communications board (20);

a first connection running from the first communications board (20) to the first serial interface;

a second connection running from the second communications board (20) to the second serial interface.

55. (cancelled)

56. (cancelled)

57. (cancelled)

58. (cancelled)

59. (cancelled)

60. (currently amended) The network of entertainment apparatuses according to claim 24 further comprising

display means (21) of a jackpot and a data exchange and data balancing of the entertainment automat (1) are disposed in the network and are controlled by the first communications board (20); [[.]]

wherein the first control circuit includes a first micro-computer;

wherein the second control circuit includes a second micro-computer;

wherein the first microcomputer (8) includes a first serial interface;

wherein the second microcomputer (8) includes a second serial interface;

wherein the first communications board (20) includes a third serial interface connected to the first serial interface;

wherein the second communications board (20) includes a fourth serial interface connected to the second serial interface.

61. (previously presented) The network of entertainment apparatuses according to claim 60 wherein the first serial interface, the second serial interface, the third serial interface, and the fourth serial interface are RS-232 serial interfaces.

62. (previously presented) The network of entertainment apparatuses according to claim 24

wherein the first communications board (20) includes a first contained central processing unit (22) with the first serial interface (32) disposed on the side of the first central processing unit (22);

wherein the second communications board (20) includes a second central processing unit (22) with the second serial interface (32) disposed on the side of the second central processing unit (22);

further comprising

a first fixed value memory storage (24) coordinated to the first central processing unit (22);

a second fixed value memory storage (24) coordinated to the second central processing unit (22);

a first battery buffered operating data storage (25) coordinated to the first central processing unit (22);

a second battery buffered operating data storage (25) coordinated to the second central processing unit (22);

a first address decoder (26);

a first I/O decoder (27); and

a first bus, wherein the first address decoder (26), the first I/O decoder (27) and the first bus perform a connection between the first central processing unit (22), the first fixed value memory storage (24), the first battery buffered operating data storage (25) and a first serial communications controller (28) with first serial ports;

a second address decoder (26);
a second I/O decoder (27); and
a second bus, wherein the second address decoder (26), the second I/O decoder (27) and the second bus perform a connection between the second central processing unit (22), the second fixed value memory storage (24), the second battery buffered operating data storage (25) and a second serial communications controller (28) with second serial ports;
a first power amplifier (30);
display means (21) formed as a large display field;
a first serial port (29) furnished to the first communications controller (28) and leading under connection of the first power amplifier (30) to the display means (21), which display means (21) displays the temporary jackpot stand.

63. (previously presented) The network of entertainment apparatuses according to claim 24 further comprising
an external micro-computer connectable to a first interface (31) of the first communications controller (28);
a first interface adapter (33) connected to a first serial interface (32) of the first communications controller (28);
wherein the first interface adapter 33 comprises essentially a first optical coupler (35) for galvanic separation and a first power stage (34) disposed successively to the optical coupler (35); and

network cabling (133) connected to the power stage 34.

64. (previously presented) The network of entertainment apparatuses according to claim 24

wherein the first communications board (20) connects a first entertainment automat (1) to a second entertainment automat (1) and performs communications of the first entertainment automat (1);

wherein the first communications board (20) carries a first individual address number, which is once set through a first rotary switch;

wherein an automatic recognition is performed determining whether the first entertainment automat (1) performs a master function or a slave function after switching on of the entertainment automat (1).

65. (previously presented) The network of entertainment apparatuses according to claim 24

wherein an automatic recognition is performed as to whether a first entertainment automat (1) or a second entertainment automat (1) assumes a master function or a slave function after switching on of the first entertainment automat (1) and/or the second entertainment automat (1);

wherein the first entertainment automat (1) waits for a first predetermined time period for a recognition signal of a master.

66. (currently amended) The network of entertainment apparatuses according to claim 24 wherein a master with a higher address number will deactivate and perform a slave function in case more than one master should respond after turning on of a first entertainment ~~automats~~ automat (1) and after turning on a second entertainment automat (1) and in case one master received a master signal of another master.

67. (previously presented) The network of entertainment apparatuses according to claim 24 wherein the first communications board (20) delivers a release signal to the first control unit (7) after a successful automatic determination of the master/slave function to be performed by a first entertainment automat (1) and by a second entertainment automat (1), after a turning on of the first entertainment automat (1) and of the second entertainment automat (1).

68. (previously presented) The network of entertainment apparatuses according to claim 24 further comprising a micro-computer connected to the first communication board (20) for performing a configuration as to what percentage of a game stake case is to be delivered to the jackpot through an interface; a central large display field (21), wherein the filling state of the jackpot is

illustrated with the first symbol display device (2), with the second symbol display device (2) and through the central large display field (21).

69. (previously presented) The method for operating a coin actuated entertainment automat according to claim 3 further comprising
networking a second entertainment automat to the first entertainment automat;
determining which one of the entertainment automats assumes a master function;
determining which one of the entertainment automats assumes a slave function;
determining if a common jackpot filling level surpasses a predetermined release amount;
switching simultaneously the entertainment automats present in the network into a common bonus game;
determining a part of the jackpot value depending on the game result in the bonus game;
distributing a winning value corresponding to the game result of the respective game automat to each participating game automat.

70. (currently amended) The method according to claim 2, further comprising
activating an entertainment automat in case of a credit balance state exhibiting a game stake;

monitoring a total game time by an operational block;
randomly determining winning symbols by a control unit and displaying the winning symbols with the symbol display device within the total game time;
furnishing a time window;
awaiting during the time window an unlimited number of activations of circulating bodies of the game automat resulting in a predetermined winning symbol combination;
counting the number of winning symbol combinations reached during the time window;
determining a winning value depending on the number of times the winning symbol combination was reached during ~~[[then]]~~ the time window.

71. (currently amended) A method for operating a coin actuated entertainment automat comprising the steps of:

processing program steps in a processor;

networking a plurality of a coin actuated entertainment automats to each other using a serial interface;

controlling the course of a base game with a control unit of each coin actuated entertainment automat;

displaying a symbol combination comprising several symbols on each symbol display device of the coin actuated entertainment automats;

holding a winning symbol combination within a predetermined time window of the base game until a winning carrying symbol combination is reached;
accumulating the obtained winning in a credit balance counter of each coin entertainment automat, wherein a part of ~~winning~~ the game stake of each base game ~~coin entertainment automat~~ is filling a common jackpot;
simultaneously switching the played coin actuated entertainment automats into a supplemental game upon reaching of a predetermined symbol combination or upon reaching or surpassing of a predetermined credit balance state of the common jackpot credit balance counter;
freezing the jackpot value and starting a supplemental game;
controlling the course of the supplemental game of each played coin actuated entertainment automat with a corresponding control unit;
renewing the symbols and holding winning symbol combination within a predetermined time window of the supplemental game until the winning carrying symbol combination is reached;
accumulating the obtained winning in the credit balance counter for each played coin actuated entertainment automat ~~automats~~;
determining which winning value is coordinated to which winning combination;
determining the coin actuated entertainment automat, which has reached a highest winning value within the time window predetermined in the supplemental game mode;

coordinating the highest winning value to that coin actuating entertainment automat, which has reached the highest winning within the time window limited the supplemental game mode;
paying out the common jackpot for each played coin actuated entertainment automat depending on a respective winning value.

72. (currently amended) The method according to claim 9, further comprising
actuating a power switch of each entertainment automat (1);
initiating a network of entertainment automats associated with operational block "Start of network" (49);
assuming of a master function by one of the entertainment automats (1);
switching remaining entertainment automats (1) present in the network to a slave function;
coordinating of the entertainment automats (1) present in the network with respect to a collection of data through a counter state of a jackpot amount according to the master function;
releasing of a common special game, which takes place at all entertainment automats (1) present in the network at the same time;
randomly determining a symbol combination in the operational block "base game with payment insertion" (50) in case of a sufficient credit balance state;
displaying the symbol combination in a symbol display device (2);

transferring [[.]] an adjustable shared part amount of the game stake of each base game to a common jackpot counter associated with an operational block "Collecting the jackpot amount" (51);

checking a counter state of the common jackpot counter in the operational block "Collecting the jackpot amount" (51) following to a determination of the winning value in the base game;

sending a control signal from the master entertainment automat (1) associated with operational block "Jackpot game starts at all slaves" (53) to all other entertainment automats (1) present in the network if a predetermined jackpot counter state is reached or surpassed;

switching the slave entertainment automats (1) to a special game based on a control signal after termination of the base game;

monitoring in the operational block "Wait till all slaves are ready" (54), if an okay signal was returned by all slave entertainment automats (1);

starting a special game at the same time in all participating coin actuated entertainment automats (1).

73. (currently amended) The method according to claim 72, further comprising

activating the entertainment automat (1) in case of a credit balance state

exhibiting a game stake;

monitoring a total game time by the operational block "Activate the game time for all machines" (37);

randomly determining winning symbols by the control unit (7);

displaying winning symbols with operational block "Randomly drawing all cards" (38) and a symbol display device (2) within a total game time;

activating a branching block "Game [[game]] time ended" (39);

determining the remaining residual game time by the operational block "Randomly drawing all cards" (38);

checking in a branching block "key depressed" (40), if an operational element (3) disposed on the front side of the entertainment automat (1) was actuated in case of a presence of a remaining residual game time;

performing a return to the branching block "game time ended" (39) if no operational element actuation took place in case of a presence of a remaining residual game time. [[.]]

74. (previously presented) The method according to claim 73, further comprising

checking which operational element (3) was actuated in case of actuation of the operational element of entry block (41, 42);

displaying five next to each other disposed card symbols with the symbol display device (2) in case of actuation of an operational element (3) according to entry block (41), wherein the symbol storage comprises 20 card symbols, namely ten, Jack, Queen, King, and ace in each case in all four colors;

redrawing cards not held by new cards randomly determined from the card storage in the operational block "Randomly drawing of not held card" (43);
determining a game result of the symbol combination;
displaying a game result of the symbol combination in the operational block "Actualize intermediate state" (44);
determining in the branching block "maximum winning value" (45), if the maximum winning value is displayed with the symbol display device (2);
performing a return from the branching block "maximum winning value" (45) to the branching block "game time ended" (39) in case of a non-reaching of the maximum winning value, wherein the game time is checked in the branching block "game time ended" (39).

75. (previously presented) The method according to claim 74, further comprising

performing a return from the branching block "maximum winning value" (45) to the operational block "Randomly drawing all cards" (38);
randomly determining new winning symbols in the operational block "Randomly drawing all cards" (38);
displaying the new winning symbols with the symbol display device (2);
holding winning symbols displayed with the symbol display device (2) in operational block "Hold key" (42) and in operational block "Hold card" (46) in the following by actuating the operational element (34); or

throwing out all up to now held cards by actuating the entry block (41);
performing a return from the branching block "maximum winning value" (45)
to the branching block "game time ended" (39);
checking in the branching block "game time ended" (39), if the game time has
ended.

76. (previously presented) The method according to claim 75, further
comprising
scanning individual results of the slave entertainment automat (1) by an
operational block "Collecting the individual results" (55) by the entertainment
automat (1) turned master in case of an ended game time;
accumulating incoming game results by the master entertainment automat (1);
communicating the incoming game results to the slave entertainment automats
(1) in operational block "Distribution of the sum of the individual results to
slaves" (56);
determining a winning value in an operational block "calculating winning
amounts" (57);
displaying the determined winning value in operational block "Presentation of
winning amount" (58) with the coordinated display means (21) of the
respective entertainment automat (1);
performing a return from an operational block "Presentation of winning
amount" (58) displaying the winning value to an operational block "Base game
with payment insertion" (50) checking the game stake.

77. (previously presented) The method according to claim 9, further comprising

- subdividing a jackpot winning amount in equal or unequal amounts, wherein the equal or unequal amounts are played out in a special game or, respectively, the supplemental game;
- displaying symbols of a poker hand with a symbol game device;
- presenting a starting symbol combination;
- displaying randomly the starting symbol combination;
- improving the starting symbol combination by redrawing;
- feeding an amount available for playing out to that game apparatus, which game apparatus has achieved a highest winning value according to a winning plan in a respective play out;
- making an automatic determination which entertainment automat (1) in the network assumes a master function upon initiation of the entertainment automats (1);
- making an automatic determination which entertainment automat (1) in the network assumes a slave function upon initiation of the entertainment automats (1);

communicating to a respective communications board (20) associated with an individual address number, wherein the individual address number is set once through a rotary switch;

performing an automatic recognition, which entertainment automat (1) assumes the master function or slave function;

waiting by the entertainment automats (1) for a time period of three seconds plus 50 milliseconds (times individual address number) for a recognition signal of the master after switching on;

non-appearing of a recognition signal since at this point in time no entertainment automat has yet assumed the master functions;

sending a master function assumption signal after further two seconds in this case by the communication board (20);

sending out the master function assumption signal by the entertainment automat (1) with the lowest address number first;

assuming of the master function associated with operational block (49) by the entertainment automat (1) with the lowest address number according to the above recited time calculation.

78. (previously presented) The method according to claim 77, further comprising

checking by the entertainment automat (1) if a credit balance amount permitting a game stake is present;

starting a base game in an operational block "base game with payment insertion" (50);

collecting a jackpot amount in parallel in the operational block "Collecting the jackpot amount" (51) of the master;

continuously checking the jackpot state by the master in a branching block "jackpot amount surpassed" (52);

sending a recognition sequence in an operational block "Jackpot game starts at all slaves" (63) by the master entertainment automat (1) to the displayed entertainment automats (1) if the jackpot amount reaches a predetermined limiting value;

communicating from the master to the slaves how many times special games or, respectively, supplemental games have to be started;

starting a supplemental game in an operational block "Activate the game time for all machines" (65) at the same time at all entertainment automats (1) if the master has received the return message in an operational block "Wait till all slaves are ready" (64) of all further slave entertainment automats (1);

randomly determining from a symbol storage of a poker hand, which symbols are displayed in an operational block "Randomly drawing all cards" (66);

checking in branching block "key depressed"(40), if an operational element (3) was actuated;

checking, if an operational element (3) was actuated in case of an operational element actuation in an entry block (41, 42);

displaying card symbols with the symbol display device (2) in case of actuation of an operational element (3) according to the entry block "Hand out key" (41);

redrawing cards not held by randomly determining new cards from the card storage in an operational block "Randomly drawing of not held card" (43).

79. (previously presented) The method according to claim 78, further comprising

actuating the hand out key (3) associated with entry block "Hand out key" (41);

replacing the cards not held or winning symbols not held by randomly determined new winning symbols;

synchronizing a start of a new game with the entertainment automats (1) in an operational block "Wait till all slaves are ready" (67);

feeding individual game results of each entertainment automat (1) to the master entertainment automat (1) associated with an operational block "Presentation of winning amount" (58);

collecting and accumulating individual game results in the master entertainment automat (1);

communicating obtained game results from the master entertainment automat (1) to slave entertainment automats in an operational block "Distribution of the sum of the individual results to slaves" (69);

communicating a winning value coordinated to each obtained symbol combination to the master entertainment automat (1);

determining a winning value coordinated to the obtained symbol combination by each slave in an operational block "Calculating winning amounts" (70);

displaying the winning value with display means disposed on a side of the entertainment automat (1);

performing a return from the operational block "Calculating winning amounts" (70) and the branching block "x-times played" (71) by checking, if a predetermined number of games has been performed;

activating a winning value display "Presentation of winning amount" (58) by the branching block "X-times played" (71);

performing a return from the winning value display "Presentation of winning amount" (58) to the entry operational block "Base game with payment insertion" (50) for determining a game entitling credit balance.

80. (previously presented) The method according to claim 9, further comprising

initiating the network of automatic entertainment automats (1)

performing an automatic determination of a master entertainment automat (1)

performing a master function and of slave entertainment automats (1)

performing a slave function;

communicating to a respective communications board (20), wherein each communications board (20) has associated an individual address number, and wherein the individual address number is set once by a rotary switch; switching on of each one of the entertainment automats (1); waiting with the entertainment automats (1) for a time period of three seconds plus 50 milliseconds (times individual address number) for a recognition signal of the master; non appearing of a recognition signal since at this point in time no entertainment automat (1) has assumed the master function; sending a master function assumption signal after further two seconds by the communications board (20); sending out this signal first by the entertainment automat (1) with the lowest address number ; assuming of the master function in an operational block "Start of network" (49) by the entertainment automat (1) with the lowest address number; assuming the slave function by all remaining entertainment automats (1) according to the above recited time calculation; checking by the entertainment automat (1) if a credit balance amount permitting a game stake is present; starting the base game in an operational block "Base game with payment insertion" (50);

checking continuously by the slave entertainment automat (1) in a branching block "jackpot release" (52), if the master has communicated that the jackpot was released;

communicating from the master entertainment automat (1) to the slave entertainment automats (1) how many times the special games or, respectively, supplemental games have to be started.;

starting a supplemental game in an operational block "Activate the game time for all machines" (65) at the same time at all remaining entertainment automats (1) if a confirmation message of all remaining slave entertainment automats (1) is present at the master;

randomly determining from a symbol storage of a poker hand, which symbols are to be displayed in an operational block "Randomly drawing all cards" (66);

checking in a branching block "key depressed" (40), if an operational element (3) was actuated;

checking, which operational element (3) was actuated, in case of an actuation of an operational element in an entry block (41, 42);

displaying card symbols with the symbol display device (2) upon actuation of an operational element (3) according to the entry block "Hand out key" (41);

redrawing cards not held by new cards randomly determined from the card storage in the operational block (43).

81. (previously presented) The method according to claim 80, further

comprising

replacing cards not held or winning symbols not held by winning symbols randomly determined upon actuation of the hand out key associated with entry block "Hand out key" (41);

synchronizing the start of a new game with the remaining entertainment automats (1) in an operational block "Wait till all slaves are ready" (67);

feeding individual game results of each entertainment automat (1) to the master entertainment automat along an operational block "Presentation of winning amount" (58);

collecting and accumulating individual game results by the master entertainment automat (1);

communicating the individual game results from the master entertainment automat (1) to the slave entertainment automats (1);

determining a winning value associated with the obtained symbol combination by each slave entertainment automat along operational block "Calculating winning amounts" (70);

displaying the winning value with display means disposed on the side of the entertainment automat;

performing a return from the operational block "Calculating winning amounts" (70) to branching block "X-times played" (71) by checking, if the predetermined number of games has been performed;

activating a winning value display (58) by the branching block "X-times played" (71);

performing a return from the winning value display (58) to the entry operational block (50) for determining a presence of a credit balance entitling to a game.

82. (previously presented) A method for operating an entertainment automat system comprising

- starting a network of entertainment automats;
- displaying symbol cards on a symbol card display device, wherein a displayed symbol card combination comprises a plurality of symbol cards;
- continuously checking a jackpot state by a master entertainment automat;
- determining if the jackpot amount has surpassed a release amount in a branching block "Jackpot amount has surpassed release amount" (52);
- returning process from the branching block "Jackpot amount has surpassed release amount" (52) to starting the network in case the jackpot amount does not surpass the release amount;
- connecting from the branching block "Jackpot amount has surpassed release amount" (52) to a branching block "X-times played" (71);
- checking in branching block "X-times played" (71), if a predetermined number of games has been performed;
- connecting from branching block "X-times played" (71) to an operational

block "Presentation of winning amount" (58) in case the predetermined number of games had been performed;

connecting from branching block "X-times played" (71) to an operational block "Activation of a game time" (65) in case the predetermined number of games has not been performed;

connecting from the operational block "Activation of a game time" (65) to an operational block "Randomly drawing all cards" (66) ;

randomly drawing the plurality of symbol cards in the operational block "Randomly drawing all cards" (66) ;

connecting process from the operational block "Randomly drawing all cards" (66) to a branching block "Key depressed" (40);

determining in the branching block "Key depressed" (40) if an operational element (3) was actuated;

returning process to in front of the branching block "Key depressed ?" (40) in case no operational element (3) was actuated;

determining in an operational block "Hold key " (42), if the operational element (3) actuated relates to holding a symbol card;

holding a designated symbol card in the operational block "Hold card" (46) in case the operational block "Hold key" (42) correspondingly directs;

connecting process from the operational block "Hold card" (46) to in front of the branching block "Key depressed?" (40);

determining in an operational block "Hand out key " (41), if the operational

element (3) actuated relates to handing out a symbol card;
handing out a random symbol card in the operational block "Randomly drawing of not held card" (43) in case the operational block "Hand out key" (41) correspondingly directs;
determining and displaying a winning value of the combination of symbol cards after the handing out of the random symbol card in the operational block "Calculating winning amounts" (70) connected to the operational block "Randomly drawing of not held card" (43);
connecting process from the operational block "Calculating winning amounts" (70) to in front of the branching block "X-times played" (71) for closing a cycle.

83. (previously presented) The method according to claim 82 further comprising
connecting the entertainment automat to a network of entertainment automats;
starting the network (49) of entertainment automats;
inserting payment (50) into one of the entertainment automats for obtaining an active entertainment automat;
activating a base game (50) of the active entertainment automat;
determining if a jackpot distribution game has been started;
returning process to inserting payment (50) if it is determined that no jackpot distribution game has been started (52);

transmitting ready state to a master entertainment automat if it is determined that no jackpot distribution game has been started (52);
waiting for activating a game time (65) through the master entertainment automat.

84. (currently amended) A method for operating an entertainment automat system comprising
processing program steps in a processor;
feeding a game release signal to branching block "X-times played" (71);
checking in branching block "X-times played" (71), if a predetermined number of games has been performed;
connecting from branching block "X-times played" (71) to an operational block "Presentation of winning amount" (58) in case the predetermined number of games had been performed;
connecting from branching block "X-times played" (71) to an operational block "Activation of a game time" (65) in case the predetermined number of games has not been performed;
connecting from the operational block "Activation of a game time" (65) to an operational block "Randomly drawing all cards" (66) ;
randomly drawing the plurality of symbol cards in the operational block "Randomly drawing all cards" (66);

connecting process from the operational block "Randomly drawing all cards" (66) to a branching block "Key depressed?" (40);

determining in the branching block "Key depressed?" (40) if an operational element (3) was actuated;

returning process to in front of the branching block "Key depressed?" (40) in case no operational element (3) was actuated;

determining in an operational block "Hold key " (42), if the operational element (3) actuated relates to holding a symbol card;

holding a designated symbol card in the operational block "Hold card" (46) in case the operational block "Hold key" (42) correspondingly directs;

connecting process from the operational block "Hold card" (46) to in front of the branching block "Key depressed?" (40);

determining in an operational block "Hand out key" (41), if the operational element (3) actuated relates to handing out a symbol card;

handing out a random symbol card in the operational block "Randomly drawing of not held card" (43) in case the operational block "Hand out key" (41) correspondingly directs;

determining and displaying a winning value of the combination of symbol cards after the handing out of the random symbol card in the operational block "Calculating winning amounts" (70) connected to the operational block "Randomly drawing of not held card" (43);

connecting process from the operational block "Calculating winning amounts "

(70) to in front of the branching block "X-times played" (71) for closing a cycle.

85. (previously presented) The method according to claim 84 further comprising

starting a network of entertainment automats;

displaying symbol cards on a symbol card display device, wherein a displayed symbol card combination comprises a plurality of symbol cards;

continuously checking a jackpot state by a master entertainment automat;

determining if the jackpot amount has surpassed a release amount in a branching block "Jackpot amount has surpassed release amount" (52);

returning process from the branching block "Jackpot amount has surpassed release amount" (52) to starting the network in case the jackpot amount does not surpass the release amount;

connecting from the branching block "Jackpot amount has surpassed release amount" (52) to a branching block "X-times played" (71);

wherein the game release signal is delivered from the branching block "Jackpot amount has surpassed release amount" (52) to the branching block "X-times played" (71).

86. (previously presented) The method according to claim 84 further comprising

delivering a game release signal from the branching block "X-times played" (71) to an operational block "Jackpot game starts at all slaves" (63) and sending a recognition sequence in an operational block "Jackpot game starts at all slaves" (63) by a master entertainment automat (1) to displayed entertainment automats (1) if a jackpot amount reaches a predetermined limiting value;

receiving by the master entertainment automat (1) from all the slave entertainment automats (1) a return message suitable for waiting till all slaves are ready in an operational block "Wait till all slaves are ready" (64);

communicating from the master entertainment automat (1) to slave entertainment automats (1) how many times special games or, respectively, supplemental games have to be started;

starting a supplemental game in an operational block "Activate the game time for all machines" (65) at the same time at all entertainment automats (1) if the master has received the return message in an operational block "Wait till all slaves are ready" (64) of all further slave entertainment automats (1).

87. (previously presented) The method according to claim 84 further comprising

connecting an entertainment automat (1) to a network (49) of entertainment automats (1);

starting the network (49) of entertainment automats;
inserting payment (50) into one of the entertainment automats for obtaining an active entertainment automat;
activating a base game (50) of the active entertainment automat;
determining if a jackpot distribution game has been started;
returning process to inserting payment (50) if it is determined that no jackpot distribution game has been started (52);
transmitting ready state to a master entertainment automat if it is determined that no jackpot distribution game has been started (52);
waiting for activating a game time (65) through the master entertainment automat.

88. (previously presented) The method according to claim 84 further comprising
feeding individual game results of each entertainment automat to a master entertainment automat in the operational block "Presentation of winning amount" (58), wherein the master entertainment automat (1) collects and accumulates the individual game results;
communicating obtained game results to slave entertainment automats (1) in an operational block "Distribution of the sum of the individual results to slaves" (69).

89. (previously presented) The method according to claim 84 further comprising

synchronizing a start of a new game with further entertainment automats in an operational block "Wait till all slaves are ready" (67) connected to the operational block "Randomly drawing of not held card" (43);

feeding individual game results of each entertainment automat (1) to a master entertainment automat (1) in an operational block "Collecting the individual results" (68);

communicating obtained game results from the master entertainment automat (1) to slave entertainment automats (1) in a following operational block "Distribution of the sum of the individual results to slaves" (69);

communicating a winning value coordinated to each obtained symbol combination to the master entertainment automat (1);

determining a winning value coordinated to each obtained symbol combination by each slave entertainment automat (1) in the operational block "Calculating winning amounts" (70);

displaying the winning value with display means;

performing a return from the operational block "calculating winning amounts" (70) and the branching block "X-times played" (71) by checking, if a predetermined number of games has been performed.

90. (previously presented) The method according to claim 84 further comprising
feeding individual game results of the entertainment automat (1) to a master entertainment automat (1) in an operational block "Collecting the individual results" (68);
determining a winning value coordinated to an obtained symbol combination by the entertainment automat (1) in the operational block "Calculating winning amounts" (70);
displaying the winning value with display means;
performing a return from the operational block "calculating winning amounts" (70) and the branching block "X-times played" (71) by checking, if a predetermined number of games has been performed.

91.(previously presented) The method according to claim 84,
wherein the operational block "Presentation of winning amount" (58) is connected to the branching block "X-times played" (71);
wherein the operational block "Activation of a game time" (65) is connected to the branching block "X-times played" (71);
wherein the operational block "Randomly drawing all cards" (66) is connected to the operational block "Activation of a game time" (65);

wherein the branching block "Key depressed?" (40) is connected to the operational block "Randomly drawing all cards" (66);

wherein the operational element (3) is connected to the branching block "Key depressed?" (40);

wherein the operational element (3) is connected to the operational block "Hold key" (42);

wherein the operational block "Hold card" (46) is connected to the operational block "Hold key" (42);

wherein the branching block "Key depressed?" (40) is connected to the operational block "Hold card" (46);

wherein the operational element (3) is connected to the operational block "Hand out key" (41);

wherein the operational block "Hand out key" (41) is connected to the operational block "Randomly drawing of not held card" (43); and

wherein the branching block "X-times played" (71) connected to the operational block "Calculating winning amounts" (70).

92. (previously presented) The method according to claim 85,

wherein the branching block "X-times played" (71) is connected to the branching block "Jackpot amount has surpassed release amount" (52).

93. (previously presented) The method according to claim 86,

wherein the operational block "Jackpot game starts at all slaves" (63) is connected to the branching block "X-times played" (71).